

Radiance Workshop III, Fribourg, Switzerland, October 2004, Abstract

Material measurement & modelling, Part I

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Measurements of the angle dependent light scattering at surfaces of arbitrary materials (*BRTF* data) supply any reliable light simulation with a necessary basis.

It is considered advantageous to the user of Radiance simulations if more reliable data for a larger number of materials become easily available.

The talk presents up-to-date details of a newly constructed measurement device which combines speed, angular resolution and multi spectral data. Applications and examples show the potential of its application within the Radiance context.

Details and presentation are available at www.brdf.info and www.pab-opto.de .